
Title: Exploring the Deep

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Before starting the quest, try to free up as much weight as possible in your bag. The Salvage hooks weigh a lot and you will need a few. Also take note that if you do not have magic, you will need a couple of teleport scrolls for the Anchors Away!

1- Start the quest in Trinsic with Hepler Paulson in front of the Sons of the Sea. Buy as many salvage hooks as you can carry, you may need to use them all before you get the broken remains of a shipwreck. If you have a boat it is best to toss the hooks while sailing. Otherwise you can fight the spawn that are created from throwing the hooks, until you get the broken remains. The remains will fall in your pack. Once you have the them, return to Hepler and DROP the item on him. He will tell you to go to Cousteau's house located in east Britain.

2- Enter the house and click on the pants, the scroll, the book and the tunic.

*Note each person who has the quest must open the door by themselves because it is what will trigger the quest items.

3- Go Cousteau's camp located outside of the

ice dungeon. She asks you to kill the Wurm,
4- If you use the rune book, you will recall to the exact location of the Ice Wurm so be ready for battle! Otherwise you will have to run around to find the location. Hint, it is near some water...

Slay it for a scale.

Return to Cousteau and DROP the scale on her.

Cousteau will tell you that the plans for the diving suit were last seen in the Sorcerer's Dungeon in Ilshenar.

5- Terrort Skitas: (The Sorcerer's Dungeon) You can get to this dungeon by taking either the Honor Moongate and going north, or the Valor moongate and going south. The easiest passage is by using a Serpent's Jawbone. Select "Terrort Skitas" from the list.

You will be teleported to the entrance. You need to get to the 3rd level. RUN (don't stop) NW until the first set of stairs. Then stay in the center of the maze and run SW to the second set of stairs. Go down, You will see pillars on either side of the stairs. RUN west then north until you get to a large room with skeletons and the TEST TABLE where you will see the reagents you need to collect for this task. Take note of these items:

- Strong Box

- Scroll

- Four plates with reagents. You need to find the reagents:

- Mandrake Root

is in the same room on a small table, just north of the test table. Click it

and one should appear in your pack.

Click the mandrake and target the plate with the mandrake on it.

-Bursting Brimstone is found north around the corner of the test room, next to the rocks where the Rock Mites are. The Brimstone is on the north wall next to the rocks. Click it, then go back and click then target it's plate as you did with the mandrake.

The next two rooms have the remaining three reagents. I prefer to get the furthest one first, so you can avoid the agro from the Balrons and other paragons.

-Perfect Black Pearl.

Now you will need to use your teleport scroll or the skill to get over the rocks where the mites are. Move fast there is usually a Balron waiting on the other side of the rocks! Head east then south and you will see the pearl on a small table in a large room with skeletons. Click it - Now double back and quickly click the -Vial of Blood- lying in the center of the pentagram where the Balrons are, be careful! Shake off the agro, or hide, then as soon as you can, enter the small room to the right with the iron gate and get the -Burly Bone- next to a stone container with bones. Use another teleport scroll and return to the room with the reagents table.

Click each plate with the corresponding reagent and you should get the message:* You place the reagent on the plate and hear an ominous click in

the background... *After placing all the items, a blue lich appears. Kill it and get a KEY .- OPEN the STRONG BOX on the table.- Get Plans for a Salvager suit. Recall out.

6- Return to Cousteau Perron's camp and drop the Plans for a Salvager Suit on her. She will give you a scroll titled "A Note from Cousteau Perron".

7- Take the note to Josef Skimmons at the Cutlass Smithing in Buccaneer's Den. He will ask you to go kill an Orc.

8- Orc Cave located west of Britain on the north west side of the mountain ridge. Enter and descend to the third level where the Orc Brute is. Pass him and continue to the back. Look for an orc with the word "engineer" next to his name. Kill it. Return to Joe and drop the SCHEMATICS on him. He will give you the "Nictitating Lens".

9- Madeline Harte
You can find her at the Adventurer's Needle in Jhelom. She will ask you to slay a beastie.

10- Obsidian Wyvern
Travel to the last level in Destard (where the ancient wyrm is located) and kill the Wyvern to get a GREEN HAT. Return to Madeline and DROP the hat on her to get the "Canvass Robe".

11- Select Gypsy Desert Camp from the Jawbone
*if you don't have access to a Jawbone, run south from Compassion until you see the camp on your map.

Talk to Zalia the Gemologist. Run south east along the shoreline past a blue bottle on a table, continue to the end until you come to a fat Genie named "Djinn" then kill him to get the AQUA GEM. Recall back to the Jawbone then back to the camp and drop the gem on Zalia to collect another piece of the suit, the "aqua pendant".

12- Champ Huthwait Go to Vesper and talk to Champ Huthwait at Adventurer's Supply in Vesper.

13- You will find Mercutio's camp east of Cove. *Hint- if he doesn't appear when you step on the alter, click the items around until he appears. Kill him to get the CUTLASS. Return to Champ, DROP the cutlass on him to get the "Boots of Ballast" the final piece of the suit.

14- Return to Hepler and he will give you a map to the dock with a 59 min. timer.

*Spoiler- the dock is located south west of Umbra.

15- Go to the end of the dock and equip the suit to cross the water until the end where you will see a void pool- click on it to enter. Once you are inside you can swap back to your armor. Run down the waterfall and then along side of the wreckage until you see an opening in the side. You will see four rooms with a load of barrels that you will need to destroy to obtain all the keys. Get a party, this is a tough boss to solo. Dften there are some people in

there who will gladly help
with killing the boss. To
exit you must return to
the rope ladder outside
and click on the sign
hanging off the ladder.
Should you accidentally
lose any of your quest
items, you can return to
Hepler and double click on
the sign on the building
"Lost Quest Item
Replacement."

Arrrrrr and Chips Ahoy!

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